Modify Game Sounds THE EASY WAY

by Jason Whong

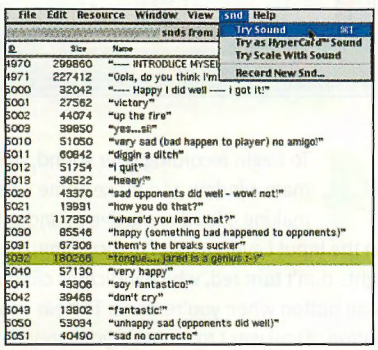
EASY

WHAT YOU NEED

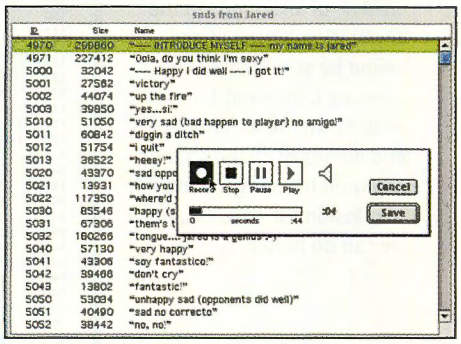
- **3D Spades Deluxe (part of Aspyr's iPuppet Presents Colin's Classic Cards)**
- **ResEdit**
- **A microphone**

Whether or not you create your own game character, a unique way to enhance your iPuppet gaming experience is to replace a game's original audio tracks with your own sounds. Though it may seem intimidating, changing a game's audio files is simple. Here, we swap out character dialogue in 3D Spades Deluxe. You can replace spoken lines with your own voice repeating them word for word or come up with your own clever replacements—just keep the original lines' context in mind.

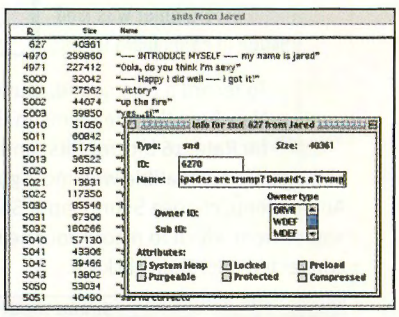
1 Select one of the original iPuppets or your own customized puppet, make a copy, and then open the copy in ResEdit. Double-click the SND (sound) icon to open the sound resource list. This numbered list contains the puppet's individual spoken phrases. To hear a phrase, click an item in the list and select Try Sound from the SND menu.


File Edit Resource Window View Snd Help
Try Sound
Try as HyperCard™ Sound
Try Scale With Sound
Record New Snd...
ID Size Name
4970 299860 "---- INTRODUCE MYSEL
4971 227412 "Oola, do you think I'm
5000 32042 "---- Happy I did well ---- I got it!"
5001 27562 "victory"
5002 44074 "up the fire"
5003 39850 "yes...si!"
5010 51050 "very sad (bad happen to player) no amigo!"
5011 60842 "diggin a ditch"
5012 51754 "I quit"
5013 36522 "heeey!"
5020 43370 "sad opponents did well - wow! not!"
5021 13931 "how you do that?"
5022 117350 "where'd you learn that?"
5030 85546 "happy (something bad happened to opponents)"
5031 67306 "them's the breaks sucker"
5032 180266 "tongue.... jared is a genius :-)"
5040 57130 "very happy"
5041 43306 "soy fantastico!"
5042 39466 "don't cry"
5043 13802 "fantastic!"
5050 53034 "unhappy sad (opponents did well)"
5051 40490 "sad no correcto"

2 To record a replacement, make sure your Mac's Sound Input is set to Built-In Mic, and then select Record New Snd from the SND menu. Get close to your mic, click the Record button, say your phrase, and click Stop. To hear your recording, click the Play button. If you like it, click Save; if not, click Cancel and try again. ResEdit will save your sound as ID 128 in the resource list unless you record another sound before reassigning the ID number.


snds from Jared
ID Size Name
4970 299860 "---- INTRODUCE MYSELF ---- my name is jared"
4971 227412 "Oola, do you think I'm sexy"
5000 32042 "---- Happy I did well ---- I got it!"
5001 27562 "victory"
5002 44074 "up the fire"
5003 39850 "yes...si!"
5010 51050 "very sad (bad happen to player) no amigo!"
5011 60842 "diggin a ditch"
5012 51754 "I quit"
5013 36522 "heeey!"
5020 43370 "sad oppo
5021 13931 "how you
5022 117350 "where'd
5030 85546 "happy (s
5031 67306 "them's t
5032 180266 "tongue...
5040 57130 "very happy"
5041 43306 "soy fantastico!"
5042 39466 "don't cry"
5043 13802 "fantastic!"
5050 53034 "unhappy sad (opponents did well)"
5051 40490 "sad no correcto"
5052 38442 "no, no!"
Record
Stop
Pause
Play
Cancel
Save
0 seconds 44

3 Jot down the ID number of the line you want to replace. Then click this line and press Delete. Click your new sound (ID 128), select Get Resource Info from the Resource menu, and type the ID number of the original in the ID field. In the Name field, type your spoken phrase. Repeat these steps for any other lines you'd like to replace, and then save the file. To hear your sounds, throw your puppet into the game's Plug Ins folder and start the game.



Hack Your Sounds THE COMPREHENSIVE WAY

by Kevin Savetz

TRICKY

WHAT YOU NEED

- **ResEdit**
- **Sound Studio ($35, www.felttip.com/products/soundstudio)**
- **Vortex Next Generation ($35, http://homepage.mac.com/felinegames)**

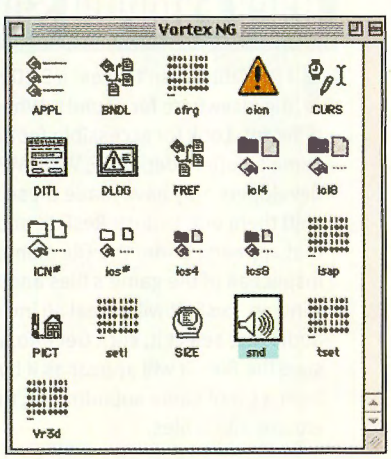
From the eardrum-melting explosions of a space shoot-'em-up to the happy waka-waka of Pac Man, sounds play a vital role in any game. Though most of us think of game sounds as enduring, you can easily modify sounds in many Mac games and affect the feel of the gameplay dramatically.

Sound tweaking isn't limited to just games—you can victimize any program with a sound resource for your hacking. For example, when Toast finishes burning a CD-ROM, you can replace its polite little "ding" with strains from Queen's "Bohemian Rhapsody." Or replace ICQ's "uh oh" instant message sound with a Homer Simpson "D'oh!"

Most sounds within an application are stored in the resource forks, making them easy to alter with ResEdit. Other sounds are in external files, which you can hack as long as the sounds are in a nonproprietary file format. We'll show you how to hack sounds for both scenarios. Here's how to alter the sounds in Vortex Next Generation, a Breakout-style shareware game, or any other app that contains a SND (sound) resource. Feel free to apply these steps to other hackable games and apps.

HACK ANY APP WITH A SND RESOURCE

1 Before starting, make a copy of Vortex by clicking the app's icon once and pressing Command-D. (If you make a mistake in ResEdit, you can kill a program—always work on a copy.) Drag Vortex onto ResEdit to open it. ResEdit will display a list of resources that make up the game.



ResEdit displays a list of Vortex's resources, including the hackable SND (sound) resource.